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C++17 Quick Syntax Reference | SpringerLink

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The Objective-C Quick Syntax Reference is a condensed code and syntax reference to the popular Objective-C programming language, which is the core language behind the APIs found in the Apple iOS and Mac OS SDKs. It presents the essential Objective-C syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Objective-C programmer. In the Objective-C Quick Syntax Reference, you will find: A concise reference to the Objective-C language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index allowing easy review.

This updated handy quick C++ 14 guide is a condensed code and syntax reference based on the newly updated C++ 14 release of the popular programming language. It presents the essential C++ syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. In the C++ 14 Quick Syntax Reference, Second Edition, you will find a concise reference to the C++ 14 language syntax. It has short, simple, and focused code examples. This book includes a well laid out table of contents and a comprehensive index allowing for easy review. What You'll Learn: How to Compile and Run What are C++ Variables, Operators, Pointers and References What are Arrays, Strings, Conditionals, Loops and more How to use Functions How to work with Constructors and Inheritance How to use Access Levels, Static, Enum, String and Union, and more What are Custom Conversions, Namespaces, Constants, and Preprocessor How to do Event Handling What are Type Conversions, Templates, Headers, and more Audience This book is a quick, handy pocket syntax reference for experienced C++ programmers, and a concise, easily-digested introduction for other programmers new to C++.

The C# Quick Syntax Reference is a condensed code and syntax reference to the C# programming language. It presents the essential C# syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out

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history lessons or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. In the C# Quick Syntax Reference, you will find:

- A concise reference to the C# language syntax.
- Short, simple and focused code examples.
- A well laid out table of contents and a comprehensive index allowing easy review.

What you ' ll learn How to write your first C#-based HelloWorld as well as compile and run

What are variables, operators, strings, arrays, conditionals, loops, methods

What are and how to use the rich set of Classes in C#

How to do inheritance, member redefinitions, access levels, statics, properties and more

How to work with indexers, interfaces, abstracts, namespaces, and more

How to use enums, exception handling, operator overloading, custom conversions, constants

What are and how to use preprocessor, delegates, events, generics and struct

Who this book is for

This book is a handy, pocket quick syntax reference for experienced C# as well as perhaps other programmers even new to C#.

Table of Contents

1. HelloWorld
2. Compile and Run
3. Variables
4. Operators
5. String
6. Arrays
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25. Preprocessor
26. Delegates
27. Events
28. Generics
29. Struct
30. Asynchronous Methods

The C Quick Syntax Reference is a condensed code and syntax reference to the popular C programming language, which has enjoyed some resurgence of late. C's efficiency makes it a popular choice in a wide variety of applications and operating systems with special applicability to, for instance, wearables, game programming, system level programming, embedded device/firmware programming and in Arduino and related electronics hobbies. This book presents the essential C syntax in a well-organized format that can be used as a quick and handy reference. You won ' t find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C programmer. In the C Quick Syntax Reference, you will find a concise reference to the C language syntax.; short, simple, and focused code examples; and well laid out table of contents and a comprehensive index allowing easy review.

This quick C# 8 guide is a condensed code and syntax reference to the C# programming language, updated with the latest features of C# 8 for .NET and Windows 10. This book presents the essential C# 8 syntax in a well-organized format that can be used as a handy reference. Specifically, it covers nullable reference types, async streams, ranges and indices, default implementations of interface members, recursive patterns, switch expressions, target-typed new-expressions, platform dependencies and more. In the C# 8 Quick Syntax Reference, you will find a concise reference to the C# language syntax: short, simple, and focused code examples; a well laid out table of contents; and a comprehensive index allowing easy review. You won ' t find any technical jargon, bloated samples, drawn-out history lessons, or witty stories. What you will find is a language reference that is to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer.

What You Will Learn

Discover what's new in C# 8 and .NET for Windows 10 programming

Employ nullable reference types

Explore the advanced async streams now available in C# 8

Work with ranges and indices

Apply recursive patterns to your applications

Use switch expressions

Who This Book Is For

Those with some experience in programming, looking for a quick, handy reference. Some C# or .NET recommended but not necessary.

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This quick C++ 20 guide is a condensed code and syntax reference to the popular programming language, fully updated for C++20. It presents the essential C++20 code syntax in a well-organized format that can be used as a handy reference. This edition covers topics including designated initializers, lambdas and lambda captures, the spaceship operator, pack expressions, string literals as template parameters, atomic smart pointers, and contracts. It also covers library changes including extended futures, latches and barriers, task blocks, and text formatting. In the C++20 Quick Syntax Reference, you will find short, simple, and focused code examples. This book includes a well-laid-out table of contents and a comprehensive index allowing for easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. What You'll Learn Discover the key C++20 features Work with concepts to constrain template arguments Use modules as a replacement for header files Take advantage of the three-way comparison operator Create immediate functions using the consteval keyword Make use of constexpr, constexpr and designated initializers Who This Book Is For Experienced C++ programmers. Additionally, this is a concise, easily-digested introduction for other programmers new to C++.

The CSS3 Quick Syntax Reference is a 150-page syntax reference to the Cascading Style Sheets language. It presents the essentials of CSS3 in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn-out history lessons or witty stories in this book. What you will find is a CSS reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any CSS programmer or web developer. What You Will Learn Use the various selectors available in CSS3 Leverage various other CSS properties Design and build web UIs using color, text, spacing, fonts, background, and more Work with lists, tables, and media in CSS3 Employ CSS3 best practices Who This Book Is For Experienced programmers and web developers new to CSS3 or even new to CSS in general.

The Java Quick Syntax Reference is a condensed code and syntax reference to the Java programming language. It presents the essential Java syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Java programmer. In the Java Quick Syntax Reference, you will find: A concise reference to the Java language syntax Short, simple and focused code examples A well laid out table of contents and a comprehensive index allowing easy review What you'll learn How to do a Java HelloWorld How to compile and run What are Java variables and operators What are arrays, strings, conditionals, loops and more How to use methods, classes and more How to work with constructors, inheritance and overriding How to use packages, access levels, constants, and interfaces How to code with enums and generics How to handle exceptions How to do boxing and unboxing Who this book is for This book is a handy, pocket quick syntax reference for experienced Java programmers as well as other programmers new to Java. Table of Contents 1. HelloWorld 2. Compile and Run 3. Variables 4. Operators 5. String 6. Arrays 7. Conditionals 8. Loops 9. Methods 10. Class 11. Stack 12. Inheritance 13. Overriding 14. Packages 15. Access Levels 16. Constants 17. Interface 18. Abstract 19. Enum 20. Exception Handling 21. Boxing and Unboxing 22. Generics

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This handy reference book detailing the intricacies of R updates the popular first edition by adding R version 3.4 and 3.5 features. Starting with the basic structure of R, the book takes you on a journey through the terminology used in R and the syntax required to make R work. You will find looking up the correct form for an expression quick and easy. Some of the new material includes information on RStudio, S4 syntax, working with character strings, and an example using the Twitter API. With a copy of the R Quick Syntax Reference in hand, you will find that you are able to use the multitude of functions available in R and are even able to write your own functions to explore and analyze data. What You Will Learn Discover the modes and classes of R objects and how to use them Use both packaged and user-created functions in R Import/export data and create new data objects in R Create descriptive functions and manipulate objects in R Take advantage of flow control and conditional statements Work with packages such as base, stats, and graphics Who This Book Is For Those with programming experience, either new to R, or those with at least some exposure to R but who are new to the latest version.

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